

Procedural Generation Noise Development Sheet

```
import matplotlib.pyplot as plt
import numpy as np

def prng(x: np.uint16, y: np.uint16) -> np.uint16:
    x ^= y >> 1;
    y ^= x << 3;
    x ^= y >> 5;
    y ^= x << 7;
    return (x + y) * 3;

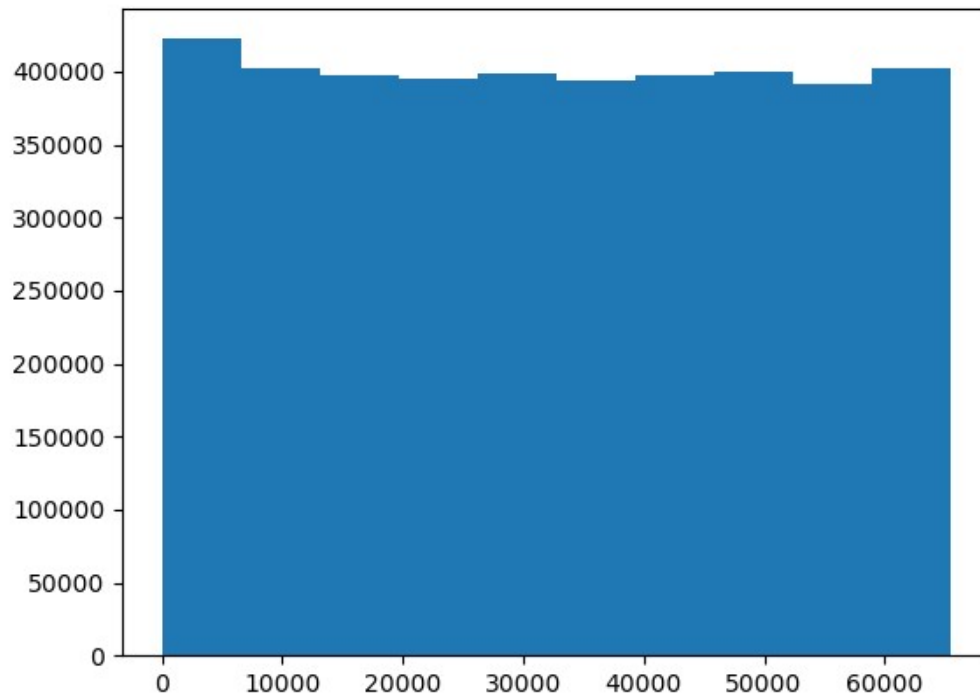
terrain = np.empty((2000, 2000), dtype=np.uint16)

for y, x in np.ndindex(terrain.shape):
    terrain[x, y] = prng(x, y)

print(f'min: {np.min(terrain)}\nmax: {np.max(terrain)}\naverage: {int(np.mean(terrain))}')
# print(f'goal min: {0}\ngoal max: {65535}\ngoal average: {65535 // 2}')

plt.hist(np.ravel(terrain))
plt.show()

min: 0
max: 65535
average: 32565
```



```
plt.imshow(terrain, cmap='binary_r')  
plt.colorbar()  
plt.show()
```

